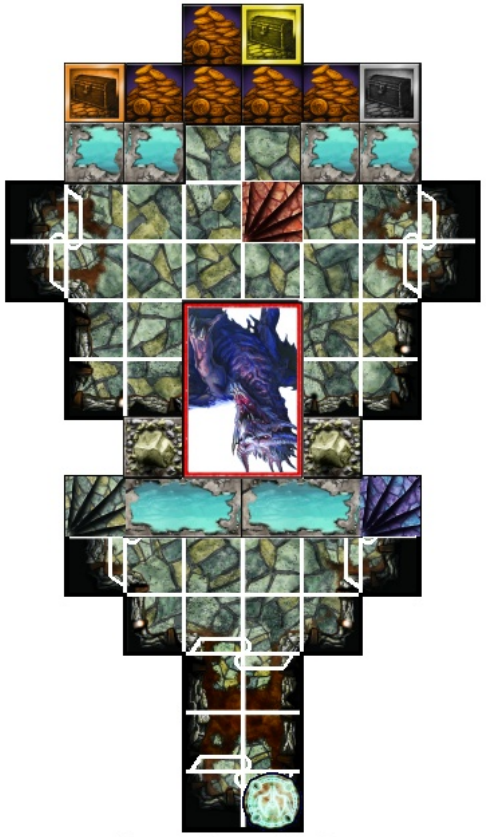
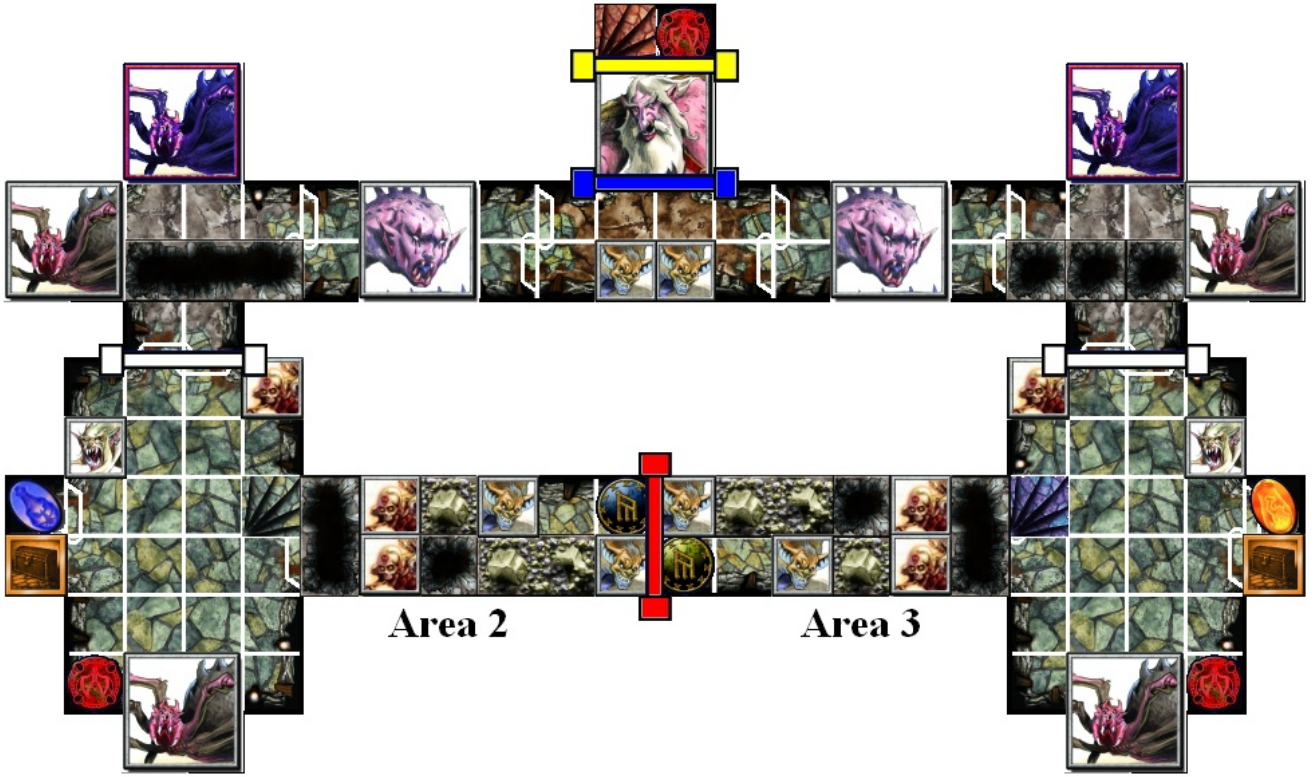
Copper Chest 1	3 Conquest Token, 100 Gold, 1 Copper Treasure
Copper Chest 2	2 Conquest Token, 2 Curses, 2 Copper Treasure
Copper Chest 3	3 Conquest Token, Red Runekey, 1 Copper Treasure

Area 1 "The Dragons Lair"



Starting Point

Area 4



Area 2

Area 3

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"When The Dragon Sleeps..."

By Obstacle Kid

Scenario Background

"Please help us, brave heroes. You are our last hope." whines a strong and overwhelming bearded dwarf with a great axe and a filthy patch over his left eye. He is accompanied by a bunch of dwarfen warriors who are looking similar like their, no doubt about it, leader. " We need your help for getting back our beloved and well earned Mithril. We have stol... claimed it from the Dreadwood Mountains with our own hands. Our Clan depends on it. We buy the food and the equipment for our women and children to survive the cold and eerie winterdays. Our tradition is that the greatest warriors of the Clan of...äh...Thorin must escort the Mithril treck to the city of Keros and...","...you mean Keltos!"interrupts another dwarf."...ah, yes. You are right Bargas, I mean Keltos, Keltos. And there we must pay our dept to the great god Thorin Bearclaw and sacrifice an not so small amount of the Mithril Silver Coins. With the rest of it we must buy the beeeer..." he looks dreamy as he speaks the word. Suddenly one of the other dwarfs pushes him in the side. In a sudden he snaps out of his trance "...where was I?-Oh, yes...and buy the food and equipment we need to get our beloved familys through the merciless winter. I alone have five kids to feed.- As we walked through a stone covered valley a great brown skined dragon flys over us, shoots his firebreath... poor Brumbar, he was a good dwarf...spreads his talons and grabs the whole wagon were the Mithril was stored. With our honour taken, we followed his trail and found his horde deep in the Western Mountains. The entrance into the cave lies at the bottom of a waterfall. The problem is that the Dragon blocks the whole entrance with his mighty body so that you can`t get around him without waking him up from his sleep. Yes, you heard it right, the Dragon sleeps all the day. We tried to sneak around him but he has an unpleasant talent...The smell of dwarfs rings an alarming bell in his head and he awakes in an instant. This is were you come into play. When the Dragon sleeps, sneak around him, find the gold and bring it back to us without waking him up. He has a bad mood if you get him out of a sweet dream. We can give you a map that we claimed from an old Mountain Hermit who tells us that the cave was once used for an ancient cult as some kind of temple and..." suddenly a voice interrupts the dwarf "To sad for the Hermit that he fell over the edge into the abyss shortly after he gave you the map!" shouts a colorful dressed man who is tied up on a tree. "Hold your breath, singing parrot or I will pluck you like a goose!" shouts the dwarf in anger. He turns back to you and speaks in a demanding voice "Bring us the Mithril Coins my friends and you can go freely. Your friend Mechtheim will stay with us since you come back...WITH THE SILVER!!!-I beg you. I`ve got four kids to feed. So go, and good luck." ends the dwarfen leader his sentence.
As you go on to get to the cave some questions come into your mind-First, why do great and honorable warriors take a hostage to get what they want?-Second, why are they want to buy the supplies for winter if it is summer?-And third, what happend to the fifth kid?

Mission Goals

You must retrieve the 800 Mithril Coins from the Dragon and bring it back to the dwarfs. Try not to awake him or his wrath will be fatal for you. If he awakes anyway, your goal is to kill him for good. The game ends if you kill the Dragon or you can get the hand on the complete dwarfen silver without awaking him. You get 5 Conquest Token for this important mission. If you can activate some Glyphs, all the better. If you ever run out of Conquest Marker your mission to retrieve the dwarfs beloved gold has failed, Heinrich Mechtheim´s "Golden Voice" will hush forever and you lose the game.

Area 1

Place the complete Area with all the Treasures and the Dragon except the Stair Marker in the Cave.

You walked upstream through narrow cliffs and jumped from stone to stone to avoid falling into the cold glacier water till you reached the cave under the waterfall. The waterlevel is not fatal and you can walk in front of it with ease. If you look very closely you can see the shadow of the sleeping Dragon behind the watercurtain. If you listen carefully you can hear a loud snore coming out of his mouth. You avoid to make loud noises when you make your way to one of the two sealed entrances on both sides of the waterfall. Strange runes and signs are covering the stones around the place.

If the heroes attack the Dragon or he awakes read the following text:

You tried to be very silent but fate doesen`t smile on you. With a mighty roar and a swift turn the dragon faces you with his big purpel eyes and with an angry look in his face.The Dragon speaks with a dark but well mannered voice "What have we here?-Ah, I see. A group of brave fools who try to steal my honest assembled treasures. Could it be, that this filthy group of dwarfs have send you to get their stolen silver back because they are to clumbsy for that." he straightens himself up and speaks with pride"Should I introduce myself?-My name is Kolthur "The Invincible"-Kolthur "The Master Of Resistance"-Kolthur "The Dwarfen Roaster"-only a few of my names to say. Oh, it seems that they didn`t tell you that. Ts,Ts,Ts...foolish, foolish. I think, I have to kill you for that credulousness. Prepare to die!". Suddenly he breathes a great shower of fire in your direction and the temprature in the cave rises to infinite highs in no time.

Kolthur is a Master Dragon with an Armor of 8 and 5 points more of life. In addition he is resistant(half the total Damage) to all Attacks(Melee/Range/Magic).
Example: A hero deals 12 Damage (12damage-8 Armor = 4 Damage Dealt/2=2 Total Damage)

If the heroes attack the Dragon while he sleeps, he instantly awakes and the heroes instantly lose 5 Conquest Token.
Read the suitable text.

If a hero picks up a "100 Gold-Marker" he must throw a "Power Die":
"Blank": The Dragon awakes. Read the suitable text.
Any other result: The hero continues his action.

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The "100 Gold Marker" are the stolen Mithril Coins. Each Marker represents 100 Mithril Coins. The heroes can`t spend it for equipment.

If a hero opens the Gold Chest read the following text:

As you open the highly decorated Treasure Chest it realeses an intensive and loud screech that gives you the creeps. You cover your ears with your hands and after a few seconds the sound stops. You stand in a semi-circle around the chest and discover that the chest is empty. A strange thing is that the light in the cave slowly fades as if a cloud covers the moon. A huge shadow appears on the cave wall in front of you which slowly grows to measures you have never seen. With knowing what will be next you turn around and face your destiny.

The Dragon awakes. Point the Dragon into the direction of the heroes. He has one instant Attack. After it the heroes can continue with their turns. Read the suitable text:

If a hero opens the Copper Chest read the following text:

You open the big, rotten and rusty Chest which looks like it would fall apart if you would take a sneeze in front of it. But the interiour is overwhelming. You take out an elegant sword, which glows bright in the darkness, and a strange looking armor, which seems to glow in the darkness. You can`t beliefe it that Fortuna finally smiles upon you. - Suddenly you stop the talking and laughter because the Dragon awakes from his sleep.

Give one of the heroes the "Blade Of Light" and the "Rune Plate".
Kolthur awakes. Read the suitable text. You can point the Dragon so he can face the heroes.
Kolthur is still resistant against attacks with the "Blade Of Light".

If a hero opens the Silver Chest read the following text:

You open the Chest with silver ornaments and fittings which gives it an mysterious appearance. A great amount of Mithril Coins are in it-no doubt about it, it`s the rest of the dwarfen Silver. You are trying to be very calm as you take the coins out of the Chest because there is someone in this cave who wouldn`t be pleased about your well meanings.

Throw a "Power Die":
"Blank": Kolthur awakes. Point the Dragon so he can face the heroes. Read the suitable text.
"Any other result": The heroes get 300 Mithril Coins.The Heroes can`t spend the coins for buying equipment.
If Kolthur awakes the heroes still get the 300 Coins.

Area 2

You step down the narrow stairs with your already lit torches in hope to find a way around the Dragon, into the lair. As you reach the end of the stairs a rather huge hall catches your eyes after you light up the dark. The whole room is covered by strange and mystic runes. The floor is covered with small pentacles which seemed to be some kind of places where the Cultists were meditating. On the east side of the room leads a corridor to a bizarre looking altair where something shiney lies on it.. The corridor is in a bad shape and some strange beasts have made this place their new home.

Area 3

The same as Area 2.

Area 4

This part of the mysterious cave-temple is crowded with thick spider-webs. The corridors are barly lit and there are no interiors left at all. The signs on the walls are telling the daily time schedule and exact order for dark masses. It says that cultists must bring the two "Runes of Power" to the sealed doors, pass the "Lonely Guardian", and stay in the "Circle Of Silence" to court the great "God Of Wickedness" called...ECKEL. As you wonder about the matter of fact that you can read this cryptical signs some dark shadows and glowing eyes are making their way towards you.

Don`t reveal the Areas behind the Runelocked Doors. Reaveal when a hero opens the suitable doors.

If the heroes open the "Blue Rune Door" read the following text:

The room is very dark and scary and it seems that the darkness lives and it trys to suck you in. But it seems that something moves in there which seems to be very small. Suddenly you can hear a suffering and childish voice "Are you there, master...Thank you master...You have come to release me...Hey, you don`t look like my master...What have you done to him...You killed master...Must punish you...Must kill you!!!!". Without another warning a Giant attacks.

The Giant instantly has one free attack.

If the heroes enter Area 1 through the stairs read the following text:

You lift up a stone plate and enter the Dragon Horde where a great pile of gold, jewels and treasures are lieing on the floor. As you look closer you can see at least five of the silver bags that were stolen from the dwarfs. In addition you can see three special crafted Treasure Chests. The rest of the dwarfen silver must be in one of those Chests. You can see a great pentacle on the floor where you assume that the cultists were praying. You make your way to the Treasures without making unnecessary noises that could awake the still sleeping Dragon.

If the heroes can get their hands on the 800 Mithril Coins without awakening the Dragon, they get 4 Conquest Token. If they have to fight the Dragon and kill him, they only get 2 Conquest Token.

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